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Terms	Documents
L10 and @pd > 20051106	0

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<u>L10</u>	L9 AND html	0	<u>L10</u>
<u>L9</u>	L8 AND trigger and token and pars\$3 and lex\$	7	<u>L9</u>
<u>L8</u>	L7 OR L6 OR L4 OR L3 OR L2 OR L1	482	<u>L8</u>
<u>L7</u>	(715/542).ccls.	111	<u>L7</u>
<u>L6</u>	707/534	100	<u>L6</u>
<u>L5</u>	707/534.ccls	0	<u>L5</u>
<u>L4</u>	(717/113).ccls.	118	<u>L4</u>
<u>L3</u>	(717/111).ccls.	57	<u>L3</u>
<u>L2</u>	(717/110).ccls.	107	<u>L2</u>
<u>L1</u>	(717/112).ccls.	25	<u>L1</u>

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## Refine Search

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Terms	Documents
L16 and editor	24

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<u>L17</u>	L16 and editor	24	<u>L17</u>
<u>L16</u>	L15 and cursor	39	<u>L16</u>
<u>L15</u>	L13 or l12	143	<u>L15</u>
<u>L14</u>	l12 and l13	0	<u>L14</u>
<u>L13</u>	trigger and token and pars\$3 and lex\$	135	<u>L13</u>
<u>L12</u>	(717/112).ccls.	8	<u>L12</u>

*DB=USPT; PLUR=NO; OP=OR*

<u>L11</u>	L10 and @pd > 20051106	0	<u>L11</u>
<u>L10</u>	L9 AND html	0	<u>L10</u>
<u>L9</u>	L8 AND trigger and token and pars\$3 and lex\$	7	<u>L9</u>
<u>L8</u>	L7 OR L6 OR L4 OR L3 OR L2 OR L1	482	<u>L8</u>
<u>L7</u>	(715/542).ccls.	111	<u>L7</u>
<u>L6</u>	707/534	100	<u>L6</u>
<u>L5</u>	707/534.ccls	0	<u>L5</u>

<u>L4</u>	(717/113).ccls.	118	<u>L4</u>
<u>L3</u>	(717/111).ccls.	57	<u>L3</u>
<u>L2</u>	(717/110).ccls.	107	<u>L2</u>
<u>L1</u>	(717/112).ccls.	25	<u>L1</u>

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Terms used syntax directed editor buffer cursor

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**1** [Automatically generating visual syntax-directed editors](#)



Farah Arefi, Charles E. Hughes, David A. Workman

March 1990 **Communications of the ACM**, Volume 33 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(3.22 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** abstract syntax tree schemas, computer-aided software engineering (CASE), plan diagrams, reuse

5 [Multifunctional cursor for direct manipulation user interfaces](#)



M. J. Muller

May 1988 **Proceedings of the SIGCHI conference on Human factors in computing systems**

**Publisher:** ACM Press

Full text available:  [pdf\(626.04 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The multifunctional cursor (MC) is a technique for representing multiple operations in direct manipulation user interfaces. Icons for each of several simultaneously-available operations are overlaid into the cursor image. The MC improves user interface practice by removing syntactic inconsistencies, by reducing cognitive load, and by providing support for repeated operations.

6 [Z - the 95% program editor](#)



Steven R. Wood

June 1981 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN SIGOA symposium on Text manipulation**, Volume 16 Issue 6

**Publisher:** ACM Press

Full text available:  [pdf\(757.05 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recently much attention has been focused on structure-oriented program editors that have specific knowledge about the syntax and semantics of a particular programming language [1, 4, 5, 18]. These editors provide many desirable features for editing programs. However, the user interface is constrained by the syntax and semantics of the target language, and editing operations that are simple in a text editor can be quite complicated in a structure-oriented editor. In addition, the user has an ...

7 [The Pan language-based editing system for integrated development](#)



Robert A. Ballance, Susan L. Graham, Michael L. Van De Vanter

October 1990 **ACM SIGSOFT Software Engineering Notes , Proceedings of the fourth ACM SIGSOFT symposium on Software development environments SDE 4**, Volume 15 Issue 6

**Publisher:** ACM Press

Full text available:  [pdf\(2.11 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Powerful editing systems for developing complex software documents are difficult to engineer. Besides requiring efficient incremental algorithms and complex data structures, such editors must integrate smoothly with the other tools in the environment, maintain a sharable database of information concerning the documents being edited, accommodate flexible editing styles, provide a consistent, coherent, and empowering user interface, and support individual variations and project-wide configura ...

8 [On-line Text Editing: A Survey](#)



Andries van Dam, David E. Rice

September 1971 **ACM Computing Surveys (CSUR)**, Volume 3 Issue 3

**Publisher:** ACM Press

Full text available:  [pdf\(1.91 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper is a survey of current methods for the on-line creation and editing of computer programs and of ordinary manuscripts text. The characteristics of on-line editing systems are examined and examples of various implementations are described in three categories: program editors, text editors, and terminals with local editing facilities.

## 9 [The JADE interpreter: a RISC interpreter for syntax directed editing](#)



C. F. Clark

July 1987 **ACM SIGPLAN Notices , Papers of the Symposium on Interpreters and interpretive techniques SIGPLAN '87**, Volume 22 Issue 7

Publisher: ACM Press

Full text available:  [pdf\(425.38 KB\)](#)Additional Information: [full citation](#), [abstract](#), [index terms](#)

This paper describes key features of an interpreter for a language-based editor. The interpreter unites in a RISC framework features which have been used in other domains. The paper examines each feature's integration into the RISC framework.

## 10 [Techniques for improving language-based editors](#)



J. R. Horgan, D. J. Moore

April 1984 **ACM SIGSOFT Software Engineering Notes , ACM SIGPLAN Notices , Proceedings of the first ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments SDE 1**, Volume 9 , 19 Issue 3 , 5

Publisher: ACM Press

Full text available:  [pdf\(551.88 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Syned is a working language-based editor which includes a complete parser for editing the C language. The design ideas which permit parsing in Syned also result in the solution of several important language-based editor problems. We describe these ideas in sufficient detail to make them accessible to others.

## 11 [A PDP-8 emulator program](#)



Brian J. Shelburne

March 2002 **Journal on Educational Resources in Computing (JERIC)**, Volume 2 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(270.03 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The clean, simple, and elegant architecture of the classic PDP-8 makes it an ideal candidate for studying concepts in computer organization. The PDP-8 emulator program allows a user to write, edit, assemble, debug, trace, and execute PDP-8 machine code and PDP-8 assembler language programs. With it, the user can obtain a feel for the PDP-8. The PDP-8 emulator program includes a simple built-in text editor which is used to write and edit PDP-8 assembler language programs, an assembler to translate ...

**Keywords:** Computer architecture simulator, education

## 12 [Efficient abstractions for the implementation of structured editors](#)



Robert Hood

June 1985 **ACM SIGPLAN Notices , ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 85 symposium on Language issues in programming environments**, Volume 20 , 18 Issue 7 , 6

Publisher: ACM Press

Full text available:  [pdf\(539.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

This paper investigates the use of abstract recursive data structures and operations in the implementation of a structured program editor. The value-oriented semantics of the proposed constructs simplify the implementation of important features such as version control and an unbounded undo operation. Since the constructs can be implemented efficiently, their use in the structured program editor does not significantly affect its performance.

### 13 The Poe language-based editor project



C. N. Fischer, Gregory F. Johnson, Jon Mauney, Anil Pal, Daniel L. Stock

April 1984 **ACM SIGSOFT Software Engineering Notes , ACM SIGPLAN Notices , Proceedings of the first ACM SIGSOFT/SIGPLAN software engineering symposium on Practical software development environments SDE 1**, Volume 9 , 19 Issue 3 , 5

**Publisher:** ACM Press

Full text available:  [pdf\(708.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Editor Allan Poe (Pascal Oriented Editor) is a full-screen language-based editor (LBE) that knows the syntactic and semantic rules of Pascal. It is the first step in development of a comprehensive Pascal program development environment. Poe's design began in 1979; version 1 is currently operational on Vax 11s under Berkeley Unix and on HP 9800-series personal workstations. Poe is written in Pascal, and is designed to be readily transportable to new machines. An editor-generating ...


### 14 Draft Proposed: American National Standard—Graphical Kernel System



Technical Committee X3H3 - Computer Graphics

February 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue SI

**Publisher:** ACM Press

Full text available:  [pdf\(16.07 MB\)](#) Additional Information: [full citation](#)


### 15 Parallel and distributed incremental attribute evaluation algorithms for multiuser software development environments



Gail E. Kaiser, Simon M. Kaplan

January 1993 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 2 Issue 1

**Publisher:** ACM Press

Full text available:  [pdf\(3.09 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

The problem of change propagation in multiuser software development environments distributed across a local-area network is addressed. The program is modeled as an attributed parse tree segmented among multiple user processes and changes are modeled as subtree replacements requested asynchronously by individual users. Change propagation is then implemented using decentralized incremental evaluation of an attribute grammar that defines the static semantic properties of the p ...

**Keywords:** attribute grammar, change propagation, distributed, incremental algorithm, parallel, reliability

### 16 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1



**Publisher:** ACM Press

Full text available: [pdf\(7.97 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

*Human-computer interface management*, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

### 17 [A structural view of the Cedar programming environment](#)



Daniel C. Swinehart, Polle T. Zellweger, Richard J. Beach, Robert B. Hagmann

August 1986 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,  
Volume 8 Issue 4

**Publisher:** ACM Press

Full text available: [pdf\(6.32 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents an overview of the Cedar programming environment, focusing on its overall structure—that is, the major components of Cedar and the way they are organized. Cedar supports the development of programs written in a single programming language, also called Cedar. Its primary purpose is to increase the productivity of programmers whose activities include experimental programming and the development of prototype software systems for a high-performance personal computer. T ...

### 18 [Incremental dynamic semantics for language-based programming environments](#)



G. E. Kaiser

April 1989 **ACM Transactions on Programming Languages and Systems (TOPLAS)**,  
Volume 11 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(1.99 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Attribute grammars are a formal notation for expressing the static semantics of programming languages—those properties that can be derived from inspection of the program text. Attribute grammars have become popular as a mechanism for generating language-based programming environments that incrementally perform symbol resolution, type checking, code generation, and derivation of other static semantic properties as the program is modified. However, attribute grammars are not suitable fo ...

### 19 [Building integrated software development environments. Part I: tool specification](#)



G. Engels, C. Lewerentz, M. Nagl, W. Schäfer, A. Schürr

April 1992 **ACM Transactions on Software Engineering and Methodology (TOSEM)**,  
Volume 1 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(2.19 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The conceptual modeling approach of the IPSEN (Integrated Project Support Environment) project for building highly integrated environments is based on using attributed graphs to model and implement arbitrary object structures, in particular all kinds of software documents and their relationships. A language based on graph grammars, called PROGRESS (PROgrammed Graph REwriting SyStems), and a suitable method for the application of this language, called graph grammar engineering, have been dev ...



**Keywords:** attribute grammars, attributed graphs, environment generators, graph grammars

20 How interface design determines Who has difficulty learning to use a text editor



Louis M. Gomez, Dennis E. Egan, Evangeline A. Wheeler, Dhiraj K. Sharma, Aleta M. Gruchacz

December 1983 **Proceedings of the SIGCHI conference on Human Factors in Computing Systems**

**Publisher:** ACM Press

Full text available: pdf(490.27 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In previous studies two background characteristics of computer novices were consistently correlated with their success in learning to use a line-based computer text editor. Older people and those who scored low on a standard test of Spatial Memory had more difficulty than younger people and those with higher Spatial Memory test scores. In the present study, we observed computer novices as they learned to use a screen-based editor, which presumably reduced spatial memory load. Contr ...

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